Middara 1.2 Rules Summary

version 2

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Rulebook used: Rulebook 1p2 Final Version 02-27-23 Optimized.pdf

Summary downloaded from: BoardGameGeek

Print instructions:

Suitable for both A4 and Letter; print double-sided at 100% and cut to size

Rules Summary: pages 2-5

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Print-friendly Reference Cards: pages 12-13

ENCOUNTER ROUNDS (pg. 37, 18)

Initiative: Shuffle the Initiative track.
A figure's turn is never skipped (in case of Initiative manipulation).
Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:**
   a. **Recover** (not in the 1st turn of the Encounter).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.
Urgency tokens: Gain 1 if no AI had a true Condition and no opponents were Defeated or Spawned (Effects like Paralyze count as AI turn). Gaining a 4th token Defeats all Adventurers.

STANDARD ACTIONS & ABILITIES (pg. 38-52, 21-22, 68)

Muck: figures in Muck spend an additional on Actions and Abilities that cost 1 or more .
MOVE 1 move up to your max , +2 for each extra 1 spend.

- Adventurers are limited to 1 Move Action per turn.
- Orthogonal only, not through opponents.
- It costs 2 Movement to leave **Water** or **Hindering Terrain**, or a space with an ally (these do not stack).
- Free Movement does not count as a Move Action and is not subject to negative Effects, but cannot be used during another Action. Diagonal: choose which orthogonal space to use.

JUMPING: move over 1 or more spaces without being affected by Terrain Effects, but not over figures or illegal Elevation change.

- Costs 1 Movement per space, can be Free Movement.
- Make an Agility 10 (+2 for each additional space) Check.
- Jump out of unoccupied Normal Terrain.
  Boost: add single adjacent ally's Strength to the roll.
- Jump into any unoccupied Terrain (other than Obstructing).
  Catch: when the Agility Check failed, an adjacent (to target space) ally can do a Perception Check with same difficulty.
- If failed: land on 1st space you attempted to Jump over, the move ends and unable to move for the remainder of the turn. Defeated if any Terrain you tried to Jump would Defeat you.

BREAK ATTACKS 0**:** an opponent may make a free Attack with equipped weapon when a figure leaves a space adjacent to them:

- Occurs in the space the figure is leaving, if that is occupied by an ally: Adventurers choose either figure as the target.
- Each opponent may only make 1 Break Attack per turn.
- Combatants always use ATKS unless otherwise stated.
- Multiple adjacent opponents can each do one Break Attack.
- Does not end the figure's movement (unless the target of the Break Attack starts a new Action such as Countering).

ATTACK 2
Abilities that use Symbols can be used multiple times (unless otherwise stated). Each Symbol can only be spent once.

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool:** combined dice of all equipped weapons (minimum 2 purple).
3) **EMPOWER** 1 (or Ability) you may add the black . Weapons with the black pictured are always Empowered.
4) **DODGE** 1 (or Ability) (not in **Water**) if the target Dodges, they roll the black , for each add +1 to their Defense. Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e: Check if target Counters).
   b) Spend Symbols and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - **Hindering Terrain** gives -1 to the ATK roll for Attacks made through or into it (not from it).
      - The above 2 stack with each other but not themselves.
      - **Flanking:** 2 allies with equipped melee weapons on opposite sides or corners and able to Attack: gain +1 to the melee ATK roll (pg. 51).
   c) Determine if the Attack hit:
      If result ≥ target's Defense ⇨ 6: Determine Damage.
      Otherwise Attack missed ⇨ 6e: Check if target Counters.
6) **Determine Damage:**
   a) Add the difference as Physical DMG to the Attack.
   b) Spend Symbols and use Abilities that add to DMG.
   c) Subtract **Armor** from Physical DMG being dealt. **+(X) Armor Piercing** ignores X points of Armor.
   d) Deal Final Damage (check for Resistances/Immunities).
   e) **Check if target Counters:** if the Attack misses or deals no Final Damage the target may:
      COUNTER 2 (or Ability)
      - After successful Dodge (Attack missed): cost -1 .
      - The current Attack immediately ends (skip steps 7-8).
      - Must have LoS and Range. If blocked by a different opposing figure, that figure may be the Counter target.
      - You may not Counter a Break Attack you Provoked from Forced Movement.
7) **Use Follow Up Abilities (FU):** skip this if the Attack missed. Multiple FU can be used off of the same Attack, but if a FU starts a new (Standard/Spell) Action or Moves a figure the current Attack ends (no more FU can be used). If a FU doesn't start a new Action, it must be used by you, target yourself, or target the figure you Attacked regardless of Range/SOI/LoS.
8) **Resolve the Attack:** skip this if the Attack missed. The current Attack was successful and ends. Abilities that require resolving an Attack can be used.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.
RE-EQUIP 1 Equip Items from and store Items into your Pack. May also take (not give) Items and Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

Cast a SPELL(X) (an Action, but not a Standard Action) (pg. 53)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black .
   c) Roll to determine Force and add the printed X Value. Each rolled on the black adds +1 to the Force. : Spell failed; caster takes 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted. You may purposely fail a Conviction Check if targeted by allies.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action) (pg. 53)

1) **Identify targets:** if part of FU it must be the same target as the Attack, otherwise targets will be specified.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Range, LoS, SOI, Abilities (pg. 43-44, 89, 47-48)

Range: diagonally, things in Range must also have LoS.
With 2 weapons equipped use the smallest Range Value for Attacks. and weapons cannot be combined. can be combined with either or , and assumes that type and Range. 2 equipped are considered melee.
Line of Sight (LoS): center to center, when drawing LoS through diagonals choose which space to use. Obstructing Terrain, Tile edges, and opponents block LoS. Elevation differences block LoS unless at edge of higher Terrain (see Terrain table).
Sphere Of Influence (SOI): diagonally, base Range of 4, only Obstructing Terrain and Tile edges block LoS for SOI.
Abilities with ATK or ATK Tag: can only be used with a weapon with matching Icon equipped.
End current Action and all Abilities: anything that requires the current Action/Ability to occur can no longer be used (e.g. Counter).
'When making an Attack': at any time during the Attack.
(Any) ally: includes yourself. **(An)other ally:** not yourself.
Abilities that redistribute Damage without using the Heal Tag or the word 'Damage', do not count as Healing / dealing Damage.

Components, Spawning, Items (pg. 17, 19, 24, 70-71, 89)

Totems: Immediately activate when LoS is drawn to any Adventurer or their allies, this has no Range limit.
Random Loot token: shuffle and draw from those remaining.
Removing components: when instructed to remove something from the game (e.g. Loot tokens), it will no longer be used in this Encounter. Item cards not in posession are available to be drawn.
Spawning: Place new Initiative card(s) after the current figure's card, if that is ambiguous place it at the back of the Initiative track. Spawn Combatants with the same Loot LVL as the Encounter.
XP: track for each Adventurer (also outside of Active Group).
Gold: Gained as a Party.
Item limits: 2 hands of Weapons (+1 Upgrade per hand), 1 Armor (+1 Upgrade), 1 Core (+1 Upgrade), 1 Accessory, 3 Relics*, 3 Consumables, 1 Familiar, 1 Companion.
* may have only 1 copy of same name equipped or in Pack.
Pack: keep 3 extra Items in your Pack (not usable until equipped).
Party Stash: has unlimited space. Adventurers may put Items in it at any time, but it is only accessible during Story Rounds.
Companions: can be stored in Party Stash, but not in Pack.
No room & Gaining Items: to make room: discard an Item in your Pack, discard the new Item, or move it to the Party Stash. After Gaining an Item you may Re-equip your own Items for free.
If the party Gains an Item via an Achievement or Special Encounter Rule or if it's not clear which player Gains the Item, choose youself.
Illegal weapon combinations: immediately end current Actions and Abilities and discard or move equipped weapons to your Pack until the equipped weapons are legal.

Skill Checks, Tokens, Numbers, Dice (pg. 68, 70-71, 102)

Skill Checks: roll 2 purple and add the appropriate Skill Value. Pass if total is ≥ the Check. Outside of Encounters only Passive Abilities may be used, and must be done by an Adventurer in the Active Group. Combined Skill Check: add results from all figures. Intelligent Combatants: roll the black , only is a failure.
■ **Effect tokens:** can never have more than 1 of the same type.
● **Ability tokens:** only limited if specified (see table 4).
Numbers: never go below 0. **Round up:** directly after halving.
Re-rolling: there is no limit to the amount a die can be re-rolled.
Conviction and Casting Value: add a figure's best dice:
= 1, = 2, = 3, = 4, = 5, = 6, = 7, = 8.

Being Defeated (pg. 69)

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

Restoring Adventurers (only when instructed, pg. 18, 96):

- Remove all Damage tokens.
- **Un**EXHAUST and **un**FLIP all cards in play and Party Stash.
- Remove all ■ Effect and ● Ability tokens.
- All Adventurers may trade and use the Re-equip Action.
- Remove Loyal Espers and change out of Conduit form.
- Shuffle discarded cards back into the Combatant Loot deck.

Loot (pg. 57, 17)

Combatant Loot card: draw when an opponent is Defeated for any reason (not for figures Spawned by opponents). Only shuffle cards back into the deck when Restoring. If the deck runs out there is no more Loot until the next Restore.

- **Unique Loot:** draw a random Unique Item from the current Loot LVL (not Items from the shop or removed from the game).
- **Item Loot:** draw a random Item from the current Loot LVL according to the dice roll (see Item Loot card).
- **Monster Loot:** draw a (random) Monster Loot Item card with the same name as the Defeated opponent, if it has none shuffle the Monster Loot card back in the deck and redraw.

Random Consumable: shuffle all Consumables (including those discarded) of the current Loot LVL and below and draw.

STORY ROUNDS (pg. 13, 27-29, 32, 57, 11)

During Story Rounds you can Shop and Train, Re-equip, trade and take Items from your **Party Stash**.
Unique Store Item: In the same named Story Round this Item will stay in the Store until bought, and will not be replaced. It will be lost if you Sell it or do not buy it. Not part of random Unique pool.
Unlocking Item Upgrades: Monster Loot cards may be traded in to gain either: 1. 25 gold. 2. Any Item Upgrade for free (even if locked). 3. Unlock an Item Upgrade and mark it on your Adventure Sheet, this Upgrade can now be purchased (see table 5).
Transfer Upgrade: pay Upgrade cost, transfer from another Item.
Selling: see table 5, Upgrades cannot be sold separately.
Consumables that are not sold or equipped are discarded.
Unique Items are removed from the Adventure after being Sold.
Train: spend XP to learn Disciplines. +1 XP cost for each Discipline of the same level you already have. You need a Discipline of a previous level to buy the next level of that tree. Adventurers cannot learn the same Discipline twice.
Side quests: each may be attempted only once (win or lose).
Bounties: 1 may be attempted. Win: cannot play this Bounty again. Lost: you can try again during the next named Story Round.
Active Group: set of Adventurers being used during encounters.
Unselectable: this Adventurer cannot be chosen or exchange Items, but still receives rewards that all party members gain.
Injured: Adventurer cannot be chosen but can exchange Items.

PREPARE NEW ENCOUNTER (pg. 14, 10, table 8 pg. 96)

- Remove Damage tokens until you have no more than half your max HP (also when Defeated) (not for Loyal Espers).
- Set to the Recovery Value (usually 3).
- Remove USED tokens from PER ENCOUNTER Abilities.
- Un-exhaust all EXHAUST cards (do not un-flip).
- Remove all ■ Effect tokens (not ● Ability tokens).

Combatant Loot deck: create if Loot LVL changes (see table 5).
Lose Condition: keep rewards Gained during the Encounter.

TERRAIN (pg. 21-22, table 7-10 pg. 96-100)

Hindering: Attacks made through or into it get -1 to the ATK roll (stacks with -1 from allies but not itself). It costs 2 Movement to leave. May only replace Normal Terrain.
Muck: figures in it spend an additional on Actions and Abilities that cost 1 or more . May only replace Normal and Hindering Terrain.
Water: unable to Dodge. It costs 2 Movement to leave. Water tokens placed due to an Ability never have a Current. May only replace Normal, Hindering and Muck Terrain.
Dangerous: Defeated if ending turn or movement in it, or when leaving it. Tokens moved onto it are discarded. May replace all non-Obstructing Terrain.
Obstructing: blocks LoS. Not considered a space. When placed under a figure, and if there are no Special rules, the figure must make a Jump Check or be Defeated. May replace all non-Dangerous Terrain (remove if on Dangerous Terrain).
Elevation: attacker from higher Elevation gets +1 to the ATK roll. Elevation blocks LoS unless at edge of higher Terrain. Drawing LoS between Elevations ignores all lower placed figures. Figures may move between change of 1, go only from high to low on change of 2, and are Defeated on change of 3. Flight may move freely between all Elevations. An Elevation change of 1 is considered adjacent. Reach(X) can be used to overcome an Elevation change of X.
Special: see Special Encounter rules.

Currents: figures ending their turn in it move the number of spaces specified in the direction of the Current. Receive Irreducible DMG for every space unable to move. If unaffected by this Terrain type (through Passive), also unaffected by Current. Tokens may be moved at the end of the round (table 10 pg. 100).
Planks (table 9 pg. 97)**:** counts as Normal Terrain, may replace all Terrain types except Obstructing. One edge must be adjacent to Normal or Hindering Terrain. Cannot be placed across different Elevations. Cannot normally be targeted, Pushed, or Pulled.
Font of Renewal (table 9 pg. 97)**:** counts as Hindering Terrain, can only be placed on Normal Terrain.

COMBATANTS (pg. 69, 71)

Combatant tokens (table 9 pg. 97-98)**:**

- Do not block LoS, movement, or space for figures.
- Can be moved by Currents or rules that move figures or tokens, Damage from this movement is also dealt to the token.
- Cannot be Attacked or targeted by Spells.
- Can be moved by Abilities that would Move / Push / Pull / Command all figures (tokens auto-fail Conviction Check).
- Are discarded when Defeated by Terrain Effect.
- Use corresponding rules if they count as figures or Terrain.

Large base figures:

- When drawing LoS or SOI: use any single space.
- All occupied spaces must be same Terrain to be affected by it.
- Can occupy different Elevations at same time, a change of 3 only Defeats it if no other space made a change of less than 3.
- **Displace** other figures when Spawned or placed via an Ability.

Forced Movement: if a Combatant does a non-optional Move, that Move is considered Forced Movement.

Intelligent Combatants (pg. 58-62, 91)

- Always opponents unless otherwise stated.
- They cannot equip Items, learn Disciplines or gain XP.
- When an Adventurer 'ends the current Action and all Abilities', afterwards continue AI's turn with 'Then' or 'Continue Down'.
- Move Actions are still made even if they move 0 spaces.
- Will not Jump more than 2 spaces (except for golden rule 4).
- A Condition is false if unable to perform its instructions.
- If there is no true Condition: do nothing.
- If the target of an Attack or Spell is no longer legal, the Action and Instructions that require it will not be made.
- If tied: prioritize targets closer to the front of the Initiative track.
- **Nearest & Farthest:** count shortest path following the rules of the Action in question (like Movement, Range, or SOI), otherwise count spaces 1-for-1 (diagonal, not Obstructing).
- **Towards & Away:** only move closer/farther (following rules of Movement), this does not have to be a straight line. Choose the most beneficial path for the AI.
- Spawn Combatants with the same Loot LVL as the Encounter.

Avarice (X): when Defeated draw X extra Combatant Loot cards.
Boss: unless otherwise stated drops Combatant Loot as normal. When drawing the Monster Loot card: shuffle back and re-draw.
Gilded: gives Monster Loot instead of Combatant Loot card.
Opposing Esper: Spawned by an enemy Summoner or start on the board during Setup. Use the **Summoner X** Tag to calculate the Force Value. Follow normal Intelligent Combatant rules.
Swarm: only draw a Combatant Loot card when the last Combatant of this group is Defeated and its Initiative card is removed.
Trivial: no Combatant Loot card is drawn when it is Defeated.

GOLDEN RULES (pg. 60)

1. **Multiple choices:** choose the option that is the most detrimental to the Adventurers.
2. **Hurting themselves:** follow instructions but if able always take the least risky path.
3. **Defeating themselves:** never take Actions that result in their guaranteed Defeat.
4. **No Actions available:** if there is no true Condition after being the target of an opponent's Attack, Spell, or Ability, add an **Aggro** token. An **Aggro** token adds the following to the bottom of their card: 'Otherwise: Move towards the nearest opponent, and may Jump up to 4 spaces'.

Command Combatants (pg. 58, 91)

- Always allies of and controlled by Adventurers.
- They cannot equip Items, learn Disciplines or gain XP.
- Gaining Items: when under an Adventurer's control they get it, otherwise choose at the end of the Encounter.
- They have the same Standard Actions and Abilities.
- Use any listed Standard Attack that costs ≤2 when making a Standard Attack, Counter, Break or Free Attack.
- EXHAUST: do not flip the card, but use Exhausted tokens to track these individually (each can be used once per turn).
- They have the same Prepare Phase as Adventurers.
- When part of the Setup Diagram: they may Heal and return to play following all the same rules as Adventurers.
- An Adventurer may normally not have more than 1 Command Combatant granted by an Ability on the board.

Conduit: Summoned by the Conduit Summoning Discipline.
Fragile: half the calculated HP of this Loyal Esper.
Loyal Esper: Summoned by the Summoning Discipline.

ALTERNATE, VARIATIONS, LOOT LVL (pg. 79-82)

Spawn Combatants with the same **Loot LVL** as the Encounter. Some Combatants have **additional prerequisites** on the back of their card, if these are not met use a card with the next lowest Loot LVL if available, otherwise do not Spawn the Combatant.
Possible Spawns: when setting up an Encounter don't check for Possible Spawns, in all other cases do so (including Diagrams, Totems, and Summoned Opposing Espers). Shuffle all Possible Spawns together and draw the amount required.
Variation X: Variation cards are used instead of their corresponding Base/Alternate cards. Shuffle the Variation cards that match the group number of the Base/Alternate Combatants that can be added (remove any cards from groups already in use, e.g. Cave Sickle group 1-3 and its Variation cannot be in play at the same time).
Alternate X: Alternate cards can exist alongside any Base or Variation cards. Shuffle the Alternate cards alongside the Base Combatant cards. These are considered their own creature and don't share groups (e.g. you can spawn Cave Sickle Warrior group 1-2 when Cave Sickle group 1-3 is already in use).

SUMMONING, SCALING (pg. 75 -77, 72)

Familiar: once chosen, cannot be changed. Can be used while master is under Effects like Paralyzed or in Conduit form.
Exalted Summoning: aids the Summoner before vanishing. Summoner is the source of SOI, Damage, Effects, and Abilities.
Summoning (may normally only have 1 active **Loyal Esper**)**:** Chose a Loyal Esper that has not been Summoned or Dismissed since last Restore, place Initiative card, place figure within SOI.

- When a Loyal Esper takes Damage from an opponent the Summoner takes an equal amount of Irreducible DMG, ignore this Damage by Dismissing the Loyal Esper (counts as being Defeated). Damage from self, Redirect, Terrain, or Special Encounter rule does not go to the Summoner.
- Cannot be targeted by / use redistributing Abilities (Soul Steal).
- Only removed when Defeated, Dismissed or Restoring.
- Stay on the board when their Summoner is Defeated.
- May be Dismissed during their Summoner's Status Phase.
- Persists but does not Heal between Encounters.
- At Encounter start place adjacent to the Summoner.
- Otherwise follow normal Command Combatant rules.

Conduit Summoning:

- You can only change into earned Conduit Command cards.
- Use SP, Actions, Abilities, and Skill Checks from Conduit card.
- You may use Standard Actions and Abilities.
- You may not use Disciplines other than Conduit Summoning.
- You cannot use Adventurer card Skills or Abilities. Only use Adventurer Items or Abilities when determining Scaling Icons.
- ■ Effect, ● Ability, and Damage tokens carry over.
- You are still an Adventurer, but Abilities that reference your special form also apply to you. Rule in favor of form you are in.
- Use Conduit Summoning again to change back or into another Conduit. Change back on Restore or Defeat.
- Otherwise follow normal Command Combatant rules.

Scaling Icons: use the values on the Summoner's card, including any Passive Abilities:

- Combat dice: includes Passives like Finesse, Empower, etc.
- Conviction and Casting dice: use the best upgrades.
- Force ✱: Force Value is 6 plus highest LVL Discipline.
- ✱ ✱ ✲ : use Symbols on equipped Items and Disciplines.
- Defense: include bonuses from Core and Armor Items.
- HP: max HP plus bonuses on equipped Items/Disciplines.

TAGS (pg. 90-94)

Arcane: ⛊ ■ ✶ Symbols rolled during the Attack roll against this figure are considered non-existent.
Backstab: gain +3 Physical DMG while Flanking.
Colossal: ignore Elevation and other figures when drawing LoS to and from this figure.
COMBO : (TAG) in effect when another Item with (Tag) is equipped.
Counter: when able to Counter, use this Ability to do so for free.
Crush: while moving or being moved via an Ability treat all spaces as unoccupied. After moving **Displace** all other figures in the space(s) now occupied, dealing a purple ⬢ of Irreducible DMG.
Displace: place Displaced figures onto the nearest unoccupied space ignoring Heavy and Hulking and not Provoking Break Attacks. Figures placed on ▯ Dangerous Terrain may Jump.
Dodge: when able to Dodge, use this Ability to do so for free.
Double: may be equipped using either side of the card, and can be swapped to the other side when taking a Re-equip Action.
Elusive: will not Provoke Break Attacks on voluntary movement.
Empower: during Empower step, use this Ability to do so for free.
Finesse: (die): if the Condition is met, substitute a die.
Flight: ignore all Terrain Effects except ☐ Obstructing. Ignore other figures and only Provoke Break Attacks at start of Flight.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to total Movement Value and -1 to Agility per Heavy Tag. Heavy Tags stack.
Hulking: cannot be moved by opposing Abilities or Currents.
Immunity: (type): cannot have this Effect or get this Damage type. When Immune to Damage, reduce Final Damage dealt to 0.
Incorporeal: when taking Physical DMG, roll the black ⬢, if 4 ⛊ or 4 ■ are rolled, all Physical DMG is ignored.
Leap (X): Move up to X spaces in a straight line and ignore all figures and Terrain other than ☐ Obstructing. Only Provokes Break Attacks at the start of Leap. May leap into spaces with figures of similar base size or smaller, **Displace** those figures and deal them a purple ⬢ of Irreducible DMG.
Limit (X): X is the maximum amount of tokens that can be added.
Nimble: the first time each turn this figure can Dodge an Attack they Dodge, adding +1 ⛊ if no 💀 was rolled.
✥PASSIVE Abilities are always in effect, even if Used / Exhausted.
Protection: add ⬢ to the Conviction dice pool when targeted by a Spell(-like Ability), all ■ on ⬢ add +1 to the Conviction Check.
Provoke (X): Break Attacks are Provoked at Range X.
Reach (X): gives melee weapons X Range. May be used for Flanking purposes, and can overcome X Elevation.
Redirect: changes intended target (new target must be valid), additional Actions / Effects / Abilities are also Redirected. AI: the next 'Then' or 'Continue down' is normal again.
Relentless: you have **Crush**. In addition, also **Displace** opponents you move through, dealing a purple ⬢ of Irreducible DMG. Each figure may only be Displaced once.
Resistance: (type): half the Final Damage of this type.
Shield: Range is equal to the other equipped weapon, or melee.
Squeeze 1: only due to ☐ Obstructing Terrain: during Move Action fit into 1x1 space. May not willingly end Move in a space they cannot fit, if it still happens end current Action and all Abilities and move to closest legal space, being dealt 6 Irreducible DMG.
Swap: 2 figures, not Provoking Break Attacks.
Symbiotic: a single figure that uses 2+ Combatant cards. All Combatants may make a Break Attack. All must make a Skill Check if it would affect all (i.e., Jumping). When targeting them, choose which Combatant is targeted. When targeting multiple spaces with the same figure you can target more of them. All will be affected when targeting all figures within SOI or Range. The figure is only removed when all Combatants are Defeated.
Throw: (die): roll the die to deal Physical DMG within Range 4 and LoS. This is not an Attack so no Dodge, but Armor can be used.
Unstoppable: treat ☐ Obstructing Terrain as Normal spaces, replace them with Hindering Terrain.
Warp: to a space, does not Provoke Break Attacks.
Wandering: this Item cannot be purchased and can only be found via the Unique Loot card. Can be sold as if from current Loot LVL.

Push, Pull, and Command (pg. 40)

Will only Provoke Break Attacks from figures that did not use the Ability. If moved into ☐ Obstructing Terrain, Tile edge, or another figure, deal remainder of movement as Irreducible DMG instead. Defeated when moved into ▯ Dangerous Terrain. While being moved this way: cannot Jump or use Actions or Abilities that Move. Follow rules of Movement to determine closer/farther.
Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

Table 5: Loot deck, Selling, Upgrading (pg. 95)

NAME	LOOT DECK	SELL PRICE	UNIQUE SELL PRICE	UPGRADE COST
Mundane	**4**(x3), **5**(x4), **6**(x5), **7**(x5), **8**(x5), **9**(x5), Item, Monster, Unique	5	10	15
Common	**5**(x3), **6**(x4), **7**(x5), **8**(x5), **9**(x5), **10**(x5), Item, Monster, Unique	10	20	30
Uncommon	**6**(x3), **7**(x4), **8**(x5), **9**(x5), **10**(x5), **12**(x5), Item, Monster, Unique	15	30	50
Rare	**7**(x3), **8**(x4), **9**(x5), **10**(x5), **12**(x5), **14**(x5), Item, Monster, Unique	20	40	75

Note: You may **not** Sell Story Items. Consumables may be sold for **1** Gold. Selling an Item with an Item Upgrade give you **5** extra extra gold per Upgrade on the Item. Monster Loot may be sold for **25** Gold. Accessories may be sold as if they were an Item from your current Loot LVL or for the gold cost printed on their card, whichever is lower.

Table 3: Effect tokens (pg. 95)

NEGATIVE EFFECTS	TOKEN	EFFECT
Condemn		✥STATUS Roll a **BLACK** ⬢. If the result is the 💀, you are Defeated.
Darkness		✥PASSIVE You have **-1** to Attack rolls. You may not **DODGE**.
Disease		✥PASSIVE You may not have *Positive Effects*. You may not remove *Damage* tokens or other *Effect* tokens.
Paralyze		✥PASSIVE End your Action or Ability. You may not make Actions or use Abilities other than Passive and Status Abilities. You are still affected by Push, Pull, and Command. ✘**DISCARD** this token at the end of your next turn. Then, Gain **IMMUNITY**: Paralyze until the end of the Encounter. **IMPORTANT:** *Paralyze* does **not** affect Actions or Abilities granted to a figure by Special Encounter Rules.
Poison		✥STATUS You are dealt a **PURPLE** ⬢ of **IRREDUCIBLE DMG**.
Wilt		✥PASSIVE When you are dealt Damage by an Attack or Spell, your **RESISTANCES** are ignored. If you have no Resistances to ignore, add **+2 IRREDUCIBLE DMG** to the Attack or Spell instead.
POSITIVE EFFECTS	**TOKEN**	**EFFECT**
Barrier		✥PASSIVE +1
Courage		✥PASSIVE When making an ⚔ **ATK** Gain ⛊ and ■. ✘**DISCARD** this *Effect* if you miss an Attack.
Haste		✥STATUS Gain **+1 SP**.

For Special Effect tokens (Thether, Nemesis) see table 3 pg. 95.
For Combatant Effect tokens see table 9 pg. 97-98.

Table 4: Ability tokens (pg. 95)

NAME	TOKEN	EFFECT
Dodge		✘DISCARD **DODGE** (Limit **3**) **Note:** Intelligent Combatants will use Dodge tokens when Attacked.
Heal		✘DISCARD Spend **1 SP**. A figure within **SOI HEALS 6**. (Limit **4**)
Intervention		✘DISCARD Re-roll all dice you just rolled. (Limit **1**)
Vow		✘DISCARD When you deal Damage, deal **+2** Damage of the same type. (Limit **5**)
Summon		✘DISCARD These tokens may be used to use other Abilities a summoner might have.
Energy		Energy tokens do not have any inherent *Effect*. Instead, the rules of when, how, and what these tokens do are printed directly on the corresponding cards that use them.

ENCOUNTER ROUNDS

Initiative: Shuffle the Initiative track.

Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:** a. **Recover** (not in 1st Encounter turn).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.

Urgency: Gain 1 if needed, defeated on gaining the 4th.

STANDARD ACTIONS & ABILITIES

Muck: All Actions and Abilities that cost cost + 1.

MOVE 1 move up to your max , +2 for each extra 1 spend.

- 1 Move Action per turn, orthogonal only, not through opponents.
- Costs 2 Movement to leave / / ally space (doesn't stack).

BREAK ATTACKS 0**:** if a figure leaves an adjacent space:

- 1 Break Attack per opponent per turn.
- Does not normally end the figure's movement.

ATTACK 2

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
      - **Flanking:** gain +1 to the melee ATK roll.
   c) If result ≥ ⇨ 6a. Otherwise Attack missed ⇨ 6e.
6) **Determine Damage:**
   a) Add the difference rolled as Physical DMG to the Attack.
   b) Spend and use Abilities that add to DMG.
   c) Subtract from Physical DMG (check Armor Piercing).
   d) Deal Final Damage (check Resistances / Immunities).
   e) **Target may Counter** (on miss / no Final Damage):
      COUNTER 2 (or Ability) (-1 after succesful Dodge).
      - The current Attack immediately ends (skip steps 7-8).
7) **Use Follow Up Abilities (FU):** if FU starts a new Action or Moves a figure the current Attack ends (no more FU).
8) **Resolve the Attack:** some Abilities can be used now.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.

RE-EQUIP 1 may take Items / Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

ENCOUNTER ROUNDS

Initiative: Shuffle the Initiative track.

Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:** a. **Recover** (not in 1st Encounter turn).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.

Urgency: Gain 1 if needed, defeated on gaining the 4th.

STANDARD ACTIONS & ABILITIES

Muck: All Actions and Abilities that cost cost + 1.

MOVE 1 move up to your max , +2 for each extra 1 spend.

- 1 Move Action per turn, orthogonal only, not through opponents.
- Costs 2 Movement to leave / / ally space (doesn't stack).

BREAK ATTACKS 0**:** if a figure leaves an adjacent space:

- 1 Break Attack per opponent per turn.
- Does not normally end the figure's movement.

ATTACK 2

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
      - **Flanking:** gain +1 to the melee ATK roll.
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6) **Determine Damage:**
   a) Add the difference rolled as Physical DMG to the Attack.
   b) Spend and use Abilities that add to DMG.
   c) Subtract from Physical DMG (check Armor Piercing).
   d) Deal Final Damage (check Resistances / Immunities).
   e) **Target may Counter** (on miss / no Final Damage):
      COUNTER 2 (or Ability) (-1 after succesful Dodge).
      - The current Attack immediately ends (skip steps 7-8).
7) **Use Follow Up Abilities (FU):** if FU starts a new Action or Moves a figure the current Attack ends (no more FU).
8) **Resolve the Attack:** some Abilities can be used now.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.

RE-EQUIP 1 may take Items / Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

ENCOUNTER ROUNDS

Initiative: Shuffle the Initiative track.

Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:** a. **Recover** (not in 1st Encounter turn).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.

Urgency: Gain 1 if needed, defeated on gaining the 4th.

STANDARD ACTIONS & ABILITIES

Muck: All Actions and Abilities that cost cost + 1.

MOVE 1 move up to your max , +2 for each extra 1 spend.

- 1 Move Action per turn, orthogonal only, not through opponents.
- Costs 2 Movement to leave / / ally space (doesn't stack).

BREAK ATTACKS 0**:** if a figure leaves an adjacent space:

- 1 Break Attack per opponent per turn.
- Does not normally end the figure's movement.

ATTACK 2

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
      - **Flanking:** gain +1 to the melee ATK roll.
   c) If result ≥ ⇨ 6a. Otherwise Attack missed ⇨ 6e.
6) **Determine Damage:**
   a) Add the difference rolled as Physical DMG to the Attack.
   b) Spend and use Abilities that add to DMG.
   c) Subtract from Physical DMG (check Armor Piercing).
   d) Deal Final Damage (check Resistances / Immunities).
   e) **Target may Counter** (on miss / no Final Damage):
      COUNTER 2 (or Ability) (-1 after succesful Dodge).
      - The current Attack immediately ends (skip steps 7-8).
7) **Use Follow Up Abilities (FU):** if FU starts a new Action or Moves a figure the current Attack ends (no more FU).
8) **Resolve the Attack:** some Abilities can be used now.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.

RE-EQUIP 1 may take Items / Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

Cast a SPELL(X) (an Action, but not a Standard Action)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black ⬢.
   c) Roll to determine Force and add the printed X Value. +1 Force for each ■ on ⬢. 💀: Failed; 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action)

1) **Identify targets:** if part of FU it must be same target as Attack.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Being Defeated

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

MISCELLANEOUS

Totems: Immediately activate when LoS is drawn (no Range limit).
Spawning: Place new Initiative card(s) after the current figure.
Skill Checks: 2 ⬢ + Skill Value. Pass if total is ≥ the Check. Intelligent Combatants: roll the black ⬢, only 💀 is a failure.
Numbers: never go below 0. **Round up:** directly after halving.

Arcane: ⛊ ■ ✶ on Attack roll against Arcane do not count.
Backstab: +3 Physical DMG while Flanking.
Elusive: will not Provoke Break Attacks on voluntary movement.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to and per Heavy Tag.
Nimble: Dodge the first time it can, +1 ⛊ if no 💀 was rolled.
Protection: on Conviction Check roll ⬢; all ■ on ⬢ add +1.
Resistance: (type): half the Final Damage of this type.
Throw: (die): roll for Physical DMG (Range 4, no Dodge, yes).

Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

Cast a SPELL(X) (an Action, but not a Standard Action)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black ⬢.
   c) Roll to determine Force and add the printed X Value. +1 Force for each ■ on ⬢. 💀: Failed; 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action)

1) **Identify targets:** if part of FU it must be same target as Attack.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Being Defeated

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

MISCELLANEOUS

Totems: Immediately activate when LoS is drawn (no Range limit).
Spawning: Place new Initiative card(s) after the current figure.
Skill Checks: 2 ⬢ + Skill Value. Pass if total is ≥ the Check. Intelligent Combatants: roll the black ⬢, only 💀 is a failure.
Numbers: never go below 0. **Round up:** directly after halving.

Arcane: ⛊ ■ ✶ on Attack roll against Arcane do not count.
Backstab: +3 Physical DMG while Flanking.
Elusive: will not Provoke Break Attacks on voluntary movement.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to and per Heavy Tag.
Nimble: Dodge the first time it can, +1 ⛊ if no 💀 was rolled.
Protection: on Conviction Check roll ⬢; all ■ on ⬢ add +1.
Resistance: (type): half the Final Damage of this type.
Throw: (die): roll for Physical DMG (Range 4, no Dodge, yes).

Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

Cast a SPELL(X) (an Action, but not a Standard Action)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black ⬢.
   c) Roll to determine Force and add the printed X Value. +1 Force for each ■ on ⬢. 💀: Failed; 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action)

1) **Identify targets:** if part of FU it must be same target as Attack.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Being Defeated

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

MISCELLANEOUS

Totems: Immediately activate when LoS is drawn (no Range limit).
Spawning: Place new Initiative card(s) after the current figure.
Skill Checks: 2 ⬢ + Skill Value. Pass if total is ≥ the Check. Intelligent Combatants: roll the black ⬢, only 💀 is a failure.
Numbers: never go below 0. **Round up:** directly after halving.

Arcane: ⛊ ■ ✶ on Attack roll against Arcane do not count.
Backstab: +3 Physical DMG while Flanking.
Elusive: will not Provoke Break Attacks on voluntary movement.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to and per Heavy Tag.
Nimble: Dodge the first time it can, +1 ⛊ if no 💀 was rolled.
Protection: on Conviction Check roll ⬢; all ■ on ⬢ add +1.
Resistance: (type): half the Final Damage of this type.
Throw: (die): roll for Physical DMG (Range 4, no Dodge, yes).

Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

ENCOUNTER ROUNDS (pg. 37, 18)

Initiative: Shuffle the Initiative track.
A figure's turn is never skipped (in case of Initiative manipulation).
Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:**
   a. **Recover** (not in the 1st turn of the Encounter).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.
Urgency tokens: Gain 1 if no AI had a true Condition and no opponents were Defeated or Spawned (Effects like Paralyze count as AI turn). Gaining a 4th token Defeats all Adventurers.

STANDARD ACTIONS & ABILITIES (pg. 38-52, 21-22, 68)

Muck: figures in Muck spend an additional on Actions and Abilities that cost 1 or more .
MOVE 1 move up to your max , +2 for each extra 1 spend.

- Adventurers are limited to 1 Move Action per turn.
- Orthogonal only, not through opponents.
- It costs 2 Movement to leave **Water** or **Hindering Terrain**, or a space with an ally (these do not stack).
- Free Movement does not count as a Move Action and is not subject to negative Effects, but cannot be used during another Action. Diagonal: choose which orthogonal space to use.

JUMPING: move over 1 or more spaces without being affected by Terrain Effects, but not over figures or illegal Elevation change.

- Costs 1 Movement per space, can be Free Movement.
- Make an Agility 10 (+2 for each additional space) Check.
- Jump out of unoccupied Normal Terrain.
  Boost: add single adjacent ally's Strength to the roll.
- Jump into any unoccupied Terrain (other than Obstructing).
  Catch: when the Agility Check failed, an adjacent (to target space) ally can do a Perception Check with same difficulty.
- If failed: land on 1st space you attempted to Jump over, the move ends and unable to move for the remainder of the turn. Defeated if any Terrain you tried to Jump would Defeat you.

BREAK ATTACKS 0: an opponent may make a free Attack with equipped weapon when a figure leaves a space adjacent to them:

- Occurs in the space the figure is leaving, if that is occupied by an ally: Adventurers choose either figure as the target.
- Each opponent may only make 1 Break Attack per turn.
- Combatants always use ATKS unless otherwise stated.
- Multiple adjacent opponents can each do one Break Attack.
- Does not end the figure's movement (unless the target of the Break Attack starts a new Action such as Countering).

ATTACK 2
Abilities that use ★ Symbols can be used multiple times (unless otherwise stated). Each Symbol can only be spent once.

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool:** combined dice of all equipped weapons (minimum 2 purple).
3) **EMPOWER 1** (or Ability) you may add the black . Weapons with the black pictured are always Empowered.
4) **DODGE 1** (or Ability) (not in **Water**) if the target Dodges, they roll the black , for each add +1 to their Defense. Successful if Attack missed. 💀: Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (💀: miss ⇨ 6e: Check if target Counters).
   b) Spend Symbols and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - **Hindering Terrain** gives -1 to the ATK roll for Attacks made through or into it (not from it).
      - The above 2 stack with each other but not themselves.
      - **Flanking:** 2 allies with equipped melee weapons on opposite sides or corners and able to Attack: gain +1 to the melee ATK roll (pg. 51).
   c) Determine if the Attack hit:
      If result ≥ target's Defense ⇨ 6: Determine Damage.
      Otherwise Attack missed ⇨ 6e: Check if target Counters.
6) **Determine Damage:**
   a) Add the difference as Physical DMG to the Attack.
   b) Spend Symbols and use Abilities that add to DMG.
   c) Subtract **Armor** from Physical DMG being dealt. **+(X) Armor Piercing** ignores X points of Armor.
   d) Deal Final Damage (check for Resistances/Immunities).
   e) **Check if target Counters:** if the Attack misses or deals no Final Damage the target may:
      COUNTER 2 (or Ability)
      - After successful Dodge (Attack missed): cost -1 .
      - The current Attack immediately ends (skip steps 7-8).
      - Must have LoS and Range. If blocked by a different opposing figure, that figure may be the Counter target.
      - You may not Counter a Break Attack you Provoked from Forced Movement.
7) **Use Follow Up Abilities (FU):** skip this if the Attack missed. Multiple FU can be used off of the same Attack, but if a FU starts a new (Standard/Spell) Action or Moves a figure the current Attack ends (no more FU can be used). If a FU doesn't start a new Action, it must be used by you, target yourself, or target the figure you Attacked regardless of Range/SOI/LoS.
8) **Resolve the Attack:** skip this if the Attack missed. The current Attack was successful and ends. Abilities that require resolving an Attack can be used.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.
RE-EQUIP 1 Equip Items from and store Items into your Pack. May also take (not give) Items and Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

Cast a SPELL(X) (an Action, but not a Standard Action) (pg. 53)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER 1** (or Ability) you may add the black .
   c) Roll to determine Force and add the printed X Value. Each rolled on the black adds +1 to the Force. 💀: Spell failed; caster takes 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted. You may purposely fail a Conviction Check if targeted by allies.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action) (pg. 53)

1) **Identify targets:** if part of FU it must be the same target as the Attack, otherwise targets will be specified.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Range, LoS, SOI, Abilities (pg. 43-44, 89, 47-48)

Range: diagonally, things in Range must also have LoS.
With 2 weapons equipped use the smallest Range Value for Attacks. and weapons cannot be combined. can be combined with either or , and assumes that type and Range. 2 equipped are considered melee.
Line of Sight (LoS): center to center, when drawing LoS through diagonals choose which space to use. Obstructing Terrain, Tile edges, and opponents block LoS. Elevation differences block LoS unless at edge of higher Terrain (see Terrain table).
Sphere Of Influence (SOI): diagonally, base Range of 4, only Obstructing Terrain and Tile edges block LoS for SOI.
Abilities with ATK or ATK Tag: can only be used with a weapon with matching Icon equipped.
End current Action and all Abilities: anything that requires the current Action/Ability to occur can no longer be used (e.g. Counter).
'When making an Attack': at any time during the Attack.
(Any) ally: includes yourself. **(An)other ally:** not yourself.
Abilities that redistribute Damage without using the Heal Tag or the word 'Damage', do not count as Healing / dealing Damage.

Components, Spawning, Items (pg. 17, 19, 24, 70-71, 89)

Totems: Immediately activate when LoS is drawn to any Adventurer or their allies, this has no Range limit.
Random Loot token: shuffle and draw from those remaining.
Removing components: when instructed to remove something from the game (e.g. Loot tokens), it will no longer be used in this Encounter. Item cards not in posession are available to be drawn.
Spawning: Place new Initiative card(s) after the current figure's card, if that is ambiguous place it at the back of the Initiative track. Spawn Combatants with the same Loot LVL as the Encounter.
XP: track for each Adventurer (also outside of Active Group).
Gold: Gained as a Party.
Item limits: 2 hands of Weapons (+1 Upgrade per hand), 1 Armor (+1 Upgrade), 1 Core (+1 Upgrade), 1 Accessory, 3 Relics*, 3 Consumables, 1 Familiar, 1 Companion.
* may have only 1 copy of same name equipped or in Pack.
Pack: keep 3 extra Items in your Pack (not usable until equipped).
Party Stash: has unlimited space. Adventurers may put Items in it at any time, but it is only accessible during Story Rounds.
Companions: can be stored in Party Stash, but not in Pack.
No room & Gaining Items: to make room: discard an Item in your Pack, discard the new Item, or move it to the Party Stash. After Gaining an Item you may Re-equip your own Items for free.
If the party Gains an Item via an Achievement or Special Encounter Rule or if it's not clear which player Gains the Item, choose youself.
Illegal weapon combinations: immediately end current Actions and Abilities and discard or move equipped weapons to your Pack until the equipped weapons are legal.

Skill Checks, Tokens, Numbers, Dice (pg. 68, 70-71, 102)

Skill Checks: roll 2 purple and add the appropriate Skill Value. Pass if total is ≥ the Check. Outside of Encounters only Passive Abilities may be used, and must be done by an Adventurer in the Active Group. Combined Skill Check: add results from all figures. Intelligent Combatants: roll the black , only is a failure.
■ **Effect tokens:** can never have more than 1 of the same type.
● **Ability tokens:** only limited if specified (see table 4).
Numbers: never go below 0. **Round up:** directly after halving.
Re-rolling: there is no limit to the amount a die can be re-rolled.
Conviction and Casting Value: add a figure's best dice:
= 1, = 2, = 3, = 4, = 5, = 6, = 7, = 8.

Being Defeated (pg. 69)

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

Restoring Adventurers (only when instructed, pg. 18, 96):

- Remove all Damage tokens.
- **Un**EXHAUST and **un**FLIP all cards in play and Party Stash.
- Remove all ■ Effect and ● Ability tokens.
- All Adventurers may trade and use the Re-equip Action.
- Remove Loyal Espers and change out of Conduit form.
- Shuffle discarded cards back into the Combatant Loot deck.

Loot (pg. 57, 17)

Combatant Loot card: draw when an opponent is Defeated for any reason (not for figures Spawned by opponents). Only shuffle cards back into the deck when Restoring. If the deck runs out there is no more Loot until the next Restore.

- **Unique Loot:** draw a random Unique Item from the current Loot LVL (not Items from the shop or removed from the game).
- **Item Loot:** draw a random Item from the current Loot LVL according to the dice roll (see Item Loot card).
- **Monster Loot:** draw a (random) Monster Loot Item card with the same name as the Defeated opponent, if it has none shuffle the Monster Loot card back in the deck and redraw.

Random Consumable: shuffle all Consumables (including those discarded) of the current Loot LVL and below and draw.

STORY ROUNDS (pg. 13, 27-29, 32, 57, 11)

During Story Rounds you can Shop and Train, Re-equip, trade and take Items from your **Party Stash**.
Unique Store Item: In the same named Story Round this Item will stay in the Store until bought, and will not be replaced. It will be lost if you Sell it or do not buy it. Not part of random Unique pool.
Unlocking Item Upgrades: Monster Loot cards may be traded in to gain either: 1. 25 gold. 2. Any Item Upgrade for free (even if locked). 3. Unlock an Item Upgrade and mark it on your Adventure Sheet, this Upgrade can now be purchased (see table 5).
Transfer Upgrade: pay Upgrade cost, transfer from another Item.
Selling: see table 5, Upgrades cannot be sold separately.
Consumables that are not sold or equipped are discarded.
Unique Items are removed from the Adventure after being Sold.
Train: spend XP to learn Disciplines. +1 XP cost for each Discipline of the same level you already have. You need a Discipline of a previous level to buy the next level of that tree. Adventurers cannot learn the same Discipline twice.
Side quests: each may be attempted only once (win or lose).
Bounties: 1 may be attempted. Win: cannot play this Bounty again. Lost: you can try again during the next named Story Round.
Active Group: set of Adventurers being used during encounters.
Unselectable: this Adventurer cannot be chosen or exchange Items, but still receives rewards that all party members gain.
Injured: Adventurer cannot be chosen but can exchange Items.

PREPARE NEW ENCOUNTER (pg. 14, 10, table 8 pg. 96)

- Remove Damage tokens until you have no more than half your max HP (also when Defeated) (not for Loyal Espers).
- Set to the Recovery Value (usually 3).
- Remove USED tokens from PER ENCOUNTER Abilities.
- Un-exhaust all EXHAUST cards (do not un-flip).
- Remove all ■ Effect tokens (not ● Ability tokens).

Combatant Loot deck: create if Loot LVL changes (see table 5).
Lose Condition: keep rewards Gained during the Encounter.

TERRAIN (pg. 21-22, table 7-10 pg. 96-100)

Hindering: Attacks made through or into it get -1 to the ATK roll (stacks with -1 from allies but not itself). It costs 2 Movement to leave. May only replace Normal Terrain.
Muck: figures in it spend an additional on Actions and Abilities that cost 1 or more . May only replace Normal and Hindering Terrain.
Water: unable to Dodge. It costs 2 Movement to leave. Water tokens placed due to an Ability never have a Current. May only replace Normal, Hindering and Muck Terrain.
Dangerous: Defeated if ending turn or movement in it, or when leaving it. Tokens moved onto it are discarded. May replace all non-Obstructing Terrain.
Obstructing: blocks LoS. Not considered a space. When placed under a figure, and if there are no Special rules, the figure must make a Jump Check or be Defeated. May replace all non-Dangerous Terrain (remove if on Dangerous Terrain).
Elevation: attacker from higher Elevation gets +1 to the ATK roll. Elevation blocks LoS unless at edge of higher Terrain. Drawing LoS between Elevations ignores all lower placed figures. Figures may move between change of 1, go only from high to low on change of 2, and are Defeated on change of 3. Flight may move freely between all Elevations. An Elevation change of 1 is considered adjacent. Reach(X) can be used to overcome an Elevation change of X.
Special: see Special Encounter rules.

Currents: figures ending their turn in it move the number of spaces specified in the direction of the Current. Receive Irreducible DMG for every space unable to move. If unaffected by this Terrain type (through Passive), also unaffected by Current. Tokens may be moved at the end of the round (table 10 pg. 100).
Planks (table 9 pg. 97)**:** counts as Normal Terrain, may replace all Terrain types except Obstructing. One edge must be adjacent to Normal or Hindering Terrain. Cannot be placed across different Elevations. Cannot normally be targeted, Pushed, or Pulled.
Font of Renewal (table 9 pg. 97)**:** counts as Hindering Terrain, can only be placed on Normal Terrain.

COMBATANTS (pg. 69, 71)

Combatant tokens (table 9 pg. 97-98)**:**

- Do not block LoS, movement, or space for figures.
- Can be moved by Currents or rules that move figures or tokens, Damage from this movement is also dealt to the token.
- Cannot be Attacked or targeted by Spells.
- Can be moved by Abilities that would Move / Push / Pull / Command all figures (tokens auto-fail Conviction Check).
- Are discarded when Defeated by Terrain Effect.
- Use corresponding rules if they count as figures or Terrain.

Large base figures:

- When drawing LoS or SOI: use any single space.
- All occupied spaces must be same Terrain to be affected by it.
- Can occupy different Elevations at same time, a change of 3 only Defeats it if no other space made a change of less than 3.
- **Displace** other figures when Spawned or placed via an Ability.

Forced Movement: if a Combatant does a non-optional Move, that Move is considered Forced Movement.

Intelligent Combatants (pg. 58-62, 91)

- Always opponents unless otherwise stated.
- They cannot equip Items, learn Disciplines or gain XP.
- When an Adventurer 'ends the current Action and all Abilities', afterwards continue AI's turn with 'Then' or 'Continue Down'.
- Move Actions are still made even if they move 0 spaces.
- Will not Jump more than 2 spaces (except for golden rule 4).
- A Condition is false if unable to perform its instructions.
- If there is no true Condition: do nothing.
- If the target of an Attack or Spell is no longer legal, the Action and Instructions that require it will not be made.
- If tied: prioritize targets closer to the front of the Initiative track.
- **Nearest & Farthest:** count shortest path following the rules of the Action in question (like Movement, Range, or SOI), otherwise count spaces 1-for-1 (diagonal, not Obstructing).
- **Towards & Away:** only move closer/farther (following rules of Movement), this does not have to be a straight line. Choose the most beneficial path for the AI.
- Spawn Combatants with the same Loot LVL as the Encounter.

Avarice (X): when Defeated draw X extra Combatant Loot cards.
Boss: unless otherwise stated drops Combatant Loot as normal. When drawing the Monster Loot card: shuffle back and re-draw.
Gilded: gives Monster Loot instead of Combatant Loot card.
Opposing Esper: Spawned by an enemy Summoner or start on the board during Setup. Use the **Summoner X** Tag to calculate the Force Value. Follow normal Intelligent Combatant rules.
Swarm: only draw a Combatant Loot card when the last Combatant of this group is Defeated and its Initiative card is removed.
Trivial: no Combatant Loot card is drawn when it is Defeated.

GOLDEN RULES (pg. 60)

1. **Multiple choices:** choose the option that is the most detrimental to the Adventurers.
2. **Hurting themselves:** follow instructions but if able always take the least risky path.
3. **Defeating themselves:** never take Actions that result in their guaranteed Defeat.
4. **No Actions available:** if there is no true Condition after being the target of an opponent's Attack, Spell, or Ability, add an **Aggro** token. An **Aggro** token adds the following to the bottom of their card: 'Otherwise: Move towards the nearest opponent, and may Jump up to 4 spaces'.

Command Combatants (pg. 58, 91)

- Always allies of and controlled by Adventurers.
- They cannot equip Items, learn Disciplines or gain XP.
- Gaining Items: when under an Adventurer's control they get it, otherwise choose at the end of the Encounter.
- They have the same Standard Actions and Abilities.
- Use any listed Standard Attack that costs ≤2 when making a Standard Attack, Counter, Break or Free Attack.
- EXHAUST**:** do not flip the card, but use Exhausted tokens to track these individually (each can be used once per turn).
- They have the same Prepare Phase as Adventurers.
- When part of the Setup Diagram: they may Heal and return to play following all the same rules as Adventurers.
- An Adventurer may normally not have more than 1 Command Combatant granted by an Ability on the board.

Conduit: Summoned by the Conduit Summoning Discipline.
Fragile: half the calculated HP of this Loyal Esper.
Loyal Esper: Summoned by the Summoning Discipline.

ALTERNATE, VARIATIONS, LOOT LVL (pg. 79-82)

Spawn Combatants with the same **Loot LVL** as the Encounter. Some Combatants have **additional prerequisites** on the back of their card, if these are not met use a card with the next lowest Loot LVL if available, otherwise do not Spawn the Combatant.
Possible Spawns: when setting up an Encounter don't check for Possible Spawns, in all other cases do so (including Diagrams, Totems, and Summoned Opposing Espers). Shuffle all Possible Spawns together and draw the amount required.
Variation X: Variation cards are used instead of their corresponding Base/Alternate cards. Shuffle the Variation cards that match the group number of the Base/Alternate Combatants that can be added (remove any cards from groups already in use, e.g. Cave Sickle group 1-3 and its Variation cannot be in play at the same time).
Alternate X: Alternate cards can exist alongside any Base or Variation cards. Shuffle the Alternate cards alongside the Base Combatant cards. These are considered their own creature and don't share groups (e.g. you can spawn Cave Sickle Warrior group 1-2 when Cave Sickle group 1-3 is already in use).

SUMMONING, SCALING (pg. 75 -77, 72)

Familiar: once chosen, cannot be changed. Can be used while master is under Effects like Paralyzed or in Conduit form.
Exalted Summoning: aids the Summoner before vanishing. Summoner is the source of SOI, Damage, Effects, and Abilities.
Summoning (may normally only have 1 active **Loyal Esper**)**:** Chose a Loyal Esper that has not been Summoned or Dismissed since last Restore, place Initiative card, place figure within SOI.

- When a Loyal Esper takes Damage from an opponent the Summoner takes an equal amount of Irreducible DMG, ignore this Damage by Dismissing the Loyal Esper (counts as being Defeated). Damage from self, Redirect, Terrain, or Special Encounter rule does not go to the Summoner.
- Cannot be targeted by / use redistributing Abilities (Soul Steal).
- Only removed when Defeated, Dismissed or Restoring.
- Stay on the board when their Summoner is Defeated.
- May be Dismissed during their Summoner's Status Phase.
- Persists but does not Heal between Encounters.
- At Encounter start place adjacent to the Summoner.
- Otherwise follow normal Command Combatant rules.

Conduit Summoning:

- You can only change into earned Conduit Command cards.
- Use SP, Actions, Abilities, and Skill Checks from Conduit card.
- You may use Standard Actions and Abilities.
- You may not use Disciplines other than Conduit Summoning.
- You cannot use Adventurer card Skills or Abilities. Only use Adventurer Items or Abilities when determining Scaling Icons.
- ■ Effect, ● Ability, and Damage tokens carry over.
- You are still an Adventurer, but Abilities that reference your special form also apply to you. Rule in favor of form you are in.
- Use Conduit Summoning again to change back or into another Conduit. Change back on Restore or Defeat.
- Otherwise follow normal Command Combatant rules.

Scaling Icons: use the values on the Summoner's card, including any Passive Abilities:

- Combat dice: includes Passives like Finesse, Empower, etc.
- Conviction and Casting dice: use the best upgrades.
- Force ✱: Force Value is 6 plus highest LVL Discipline.
- ✱ ✱ ✱ : use Symbols on equipped Items and Disciplines.
- Defense: include bonuses from Core and Armor Items.
- HP: max HP plus bonuses on equipped Items/Disciplines.

TAGS (pg. 90-94)

Arcane: Symbols rolled during the Attack roll against this figure are considered non-existent.
Backstab: gain +3 Physical DMG while Flanking.
Colossal: ignore Elevation and other figures when drawing LoS to and from this figure.
COMBO : (TAG) in effect when another Item with (Tag) is equipped.
Counter: when able to Counter, use this Ability to do so for free.
Crush: while moving or being moved via an Ability treat all spaces as unoccupied. After moving **Displace** all other figures in the space(s) now occupied, dealing a purple of Irreducible DMG.
Displace: place Displaced figures onto the nearest unoccupied space ignoring Heavy and Hulking and not Provoking Break Attacks. Figures placed on Dangerous Terrain may Jump.
Dodge: when able to Dodge, use this Ability to do so for free.
Double: may be equipped using either side of the card, and can be swapped to the other side when taking a Re-equip Action.
Elusive: will not Provoke Break Attacks on voluntary movement.
Empower: during Empower step, use this Ability to do so for free.
Finesse: (die): if the Condition is met, substitute a die.
Flight: ignore all Terrain Effects except Obstructing. Ignore other figures and only Provoke Break Attacks at start of Flight.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to total Movement Value and -1 to Agility per Heavy Tag. Heavy Tags stack.
Hulking: cannot be moved by opposing Abilities or Currents.
Immunity: (type): cannot have this Effect or get this Damage type. When Immune to Damage, reduce Final Damage dealt to 0.
Incorporeal: when taking Physical DMG, roll the black , if 4 or 4 are rolled, all Physical DMG is ignored.
Leap (X): Move up to X spaces in a straight line and ignore all figures and Terrain other than Obstructing. Only Provokes Break Attacks at the start of Leap. May leap into spaces with figures of similar base size or smaller, **Displace** those figures and deal them a purple of Irreducible DMG.
Limit (X): X is the maximum amount of tokens that can be added.
Nimble: the first time each turn this figure can Dodge an Attack they Dodge, adding +1 if no was rolled.
PASSIVE Abilities are always in effect, even if Used / Exhausted.
Protection: add to the Conviction dice pool when targeted by a Spell(-like Ability), all on add +1 to the Conviction Check.
Provoke (X): Break Attacks are Provoked at Range X.
Reach (X): gives melee weapons X Range. May be used for Flanking purposes, and can overcome X Elevation.
Redirect: changes intended target (new target must be valid), additional Actions / Effects / Abilities are also Redirected. AI: the next 'Then' or 'Continue down' is normal again.
Relentless: you have **Crush**. In addition, also **Displace** opponents you move through, dealing a purple of Irreducible DMG. Each figure may only be Displaced once.
Resistance: (type): half the Final Damage of this type.
Shield: Range is equal to the other equipped weapon, or melee.
Squeeze 1: only due to Obstructing Terrain: during Move Action fit into 1x1 space. May not willingly end Move in a space they cannot fit, if it still happens end current Action and all Abilities and move to closest legal space, being dealt 6 Irreducible DMG.
Swap: 2 figures, not Provoking Break Attacks.
Symbiotic: a single figure that uses 2+ Combatant cards. All Combatants may make a Break Attack. All must make a Skill Check if it would affect all (i.e., Jumping). When targeting them, choose which Combatant is targeted. When targeting multiple spaces with the same figure you can target more of them. All will be affected when targeting all figures within SOI or Range. The figure is only removed when all Combatants are Defeated.
Throw: (die): roll the die to deal Physical DMG within Range 4 and LoS. This is not an Attack so no Dodge, but Armor can be used.
Unstoppable: treat Obstructing Terrain as Normal spaces, replace them with Hindering Terrain.
Warp: to a space, does not Provoke Break Attacks.
Wandering: this Item cannot be purchased and can only be found via the Unique Loot card. Can be sold as if from current Loot LVL.

Push, Pull, and Command (pg. 40)

Will only Provoke Break Attacks from figures that did not use the Ability. If moved into Obstructing Terrain, Tile edge, or another figure, deal remainder of movement as Irreducible DMG instead. Defeated when moved into Dangerous Terrain. While being moved this way: cannot Jump or use Actions or Abilities that Move. Follow rules of Movement to determine closer/farther.
Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

Table 5: Loot deck, Selling, Upgrading (pg. 95)

NAME	LOOT DECK	SELL PRICE	UNIQUE SELL PRICE	UPGRADE COST
Mundane	**4**(x3), **5**(x4), **6**(x5), **7**(x5), **8**(x5), **9**(x5), Item, Monster, Unique	5	10	15
Common	**5**(x3), **6**(x4), **7**(x5), **8**(x5), **9**(x5), **10**(x5), Item, Monster, Unique	10	20	30
Uncommon	**6**(x3), **7**(x4), **8**(x5), **9**(x5), **10**(x5), **12**(x5), Item, Monster, Unique	15	30	50
Rare	**7**(x3), **8**(x4), **9**(x5), **10**(x5), **12**(x5), **14**(x5), Item, Monster, Unique	20	40	75

Note: You may **not** Sell Story Items. Consumables may be sold for **1** Gold. Selling an Item with an Item Upgrade give you **5** extra extra gold per Upgrade on the Item. Monster Loot may be sold for **25** Gold. Accessories may be sold as if they were an Item from your current Loot LVL or for the gold cost printed on their card, whichever is lower.

Table 3: Effect tokens (pg. 95)

NEGATIVE EFFECTS	TOKEN	EFFECT
Condemn		STATUS Roll a **BLACK** . If the result is the , you are Defeated.
Darkness		PASSIVE You have **-1** to Attack rolls. You may not **DODGE**.
Disease		PASSIVE You may not have *Positive Effects*. You may not remove *Damage* tokens or other *Effect* tokens.
Paralyze		PASSIVE End your Action or Ability. You may not make Actions or use Abilities other than Passive and Status Abilities. You are still affected by Push, Pull, and Command. ✘**DISCARD** this token at the end of your next turn. Then, Gain **IMMUNITY**: Paralyze until the end of the Encounter. **IMPORTANT:** *Paralyze* does **not** affect Actions or Abilities granted to a figure by Special Encounter Rules.
Poison		STATUS You are dealt a **PURPLE** of **IRREDUCIBLE DMG**.
Wilt		PASSIVE When you are dealt Damage by an Attack or Spell, your **RESISTANCES** are ignored. If you have no Resistances to ignore, add **+2 IRREDUCIBLE DMG** to the Attack or Spell instead.
POSITIVE EFFECTS	**TOKEN**	**EFFECT**
Barrier		PASSIVE +1
Courage		PASSIVE When making an **ATK** Gain and . ✘**DISCARD** this *Effect* if you miss an Attack.
Haste		STATUS Gain **+1 SP.**

For Special Effect tokens (Thether, Nemesis) see table 3 pg. 95.
For Combatant Effect tokens see table 9 pg. 97-98.

Table 4: Ability tokens (pg. 95)

NAME	TOKEN	EFFECT
Dodge		✘DISCARD **DODGE** (Limit **3**) **Note:** Intelligent Combatants will use Dodge tokens when Attacked.
Heal		✘DISCARD Spend **1 SP**. A figure within **SOI HEALS 6**. (Limit **4**)
Intervention		✘DISCARD Re-roll all dice you just rolled. (Limit **1**)
Vow		✘DISCARD When you deal Damage, deal **+2** Damage of the same type. (Limit **5**)
Summon		✘DISCARD These tokens may be used to use other Abilities a summoner might have.
Energy		Energy tokens do not have any inherent *Effect*. Instead, the rules of when, how, and what these tokens do are printed directly on the corresponding cards that use them.

ENCOUNTER ROUNDS

Initiative: Shuffle the Initiative track.

Turn Phases (each figure with an Initiative card takes their turn):

1. **Start of turn:** resolve start of turn Abilities and Effects.
2. **Status:** resolve Abilities and Effects with the STATUS Tag.
3. **Refresh:** a. **Recover** (not in 1st Encounter turn).
   b. **Un-exhaust cards:** with the EXHAUST Tag.
4. **Actions:** take Actions and use Abilities.
5. **End of turn:** resolve end of turn Abilities and Effects.

End of round: exploding Dynamite, tokens in Currents, etc.

Urgency: Gain 1 if needed, defeated on gaining the 4th.

STANDARD ACTIONS & ABILITIES

Muck: All Actions and Abilities that cost cost + 1.

MOVE 1 move up to your max , +2 for each extra 1 spend.

- 1 Move Action per turn, orthogonal only, not through opponents.
- Costs 2 Movement to leave / / ally space (doesn't stack).

BREAK ATTACKS 0**:** if a figure leaves an adjacent space:

- 1 Break Attack per opponent per turn.
- Does not normally end the figure's movement.

ATTACK 2

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
      - **Flanking:** gain +1 to the melee ATK roll.
   c) If result ≥ ⇨ 6a. Otherwise Attack missed ⇨ 6e.
6) **Determine Damage:**
   a) Add the difference rolled as Physical DMG to the Attack.
   b) Spend and use Abilities that add to DMG.
   c) Subtract from Physical DMG (check Armor Piercing).
   d) Deal Final Damage (check Resistances / Immunities).
   e) **Target may Counter** (on miss / no Final Damage):
      COUNTER 2 (or Ability) (-1 after succesful Dodge).
      - The current Attack immediately ends (skip steps 7-8).
7) **Use Follow Up Abilities (FU):** if FU starts a new Action or Moves a figure the current Attack ends (no more FU).
8) **Resolve the Attack:** some Abilities can be used now.

ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.

RE-EQUIP 1 may take Items / Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

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- Does not normally end the figure's movement.

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1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
      - **Flanking:** gain +1 to the melee ATK roll.
   c) If result ≥ ⇨ 6a. Otherwise Attack missed ⇨ 6e.
6) **Determine Damage:**
   a) Add the difference rolled as Physical DMG to the Attack.
   b) Spend and use Abilities that add to DMG.
   c) Subtract from Physical DMG (check Armor Piercing).
   d) Deal Final Damage (check Resistances / Immunities).
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End of round: exploding Dynamite, tokens in Currents, etc.

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STANDARD ACTIONS & ABILITIES

Muck: All Actions and Abilities that cost cost + 1.

MOVE 1 move up to your max , +2 for each extra 1 spend.

- 1 Move Action per turn, orthogonal only, not through opponents.
- Costs 2 Movement to leave / / ally space (doesn't stack).

BREAK ATTACKS 0**:** if a figure leaves an adjacent space:

- 1 Break Attack per opponent per turn.
- Does not normally end the figure's movement.

ATTACK 2

1) **Choose target:** within Range and LoS.
2) **Build combat dice pool** (use weapon's dice, minimum 2).
3) **EMPOWER** 1 (or Ability) you may add .
4) **DODGE** 1 (or Ability) (not in) roll , +1 for each . Successful if Attack missed. : Unable to add Dodge bonus.
5) **Roll to hit:**
   a) Roll all dice (: miss ⇨ 6e).
   b) Spend and use Abilities that add to the ATK roll.
      - **Allies** give -1 to the ATK roll made through them.
      - gives -1 to the ATK roll for Attacks through or into it.
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   c) If result ≥ ⇨ 6a. Otherwise Attack missed ⇨ 6e.
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      COUNTER 2 (or Ability) (-1 after succesful Dodge).
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ENCOUNTER 1 Be on or adjacent to a Loot token to pick it up. Special Encounter rules may specify more Encounter Actions.

RE-EQUIP 1 may take Items / Companions from adjacent Adventurers, they then get a free Re-equip for their own Items.

Cast a SPELL(X) (an Action, but not a Standard Action)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black ⬢.
   c) Roll to determine Force and add the printed X Value. +1 Force for each ■ on ⬢. 💀: Failed; 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action)

1) **Identify targets:** if part of FU it must be same target as Attack.
2) **Identify Force:**
   a) **FORCE(X) + DIFFERENCE HIT:** always part of a FU Ability, add the difference by which the Attack hit.
   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

Being Defeated

- Remove the figure and their Initiative card.
- Remove all ■ Effect, Special Effect, and ● Ability tokens. Tracker tokens should stay unless no longer needed.
- Combatant tokens stay in play (place on the map).
- Make sure you have tokens equal to your max HP.

MISCELLANEOUS

Totems: Immediately activate when LoS is drawn (no Range limit).
Spawning: Place new Initiative card(s) after the current figure.
Skill Checks: 2 ⬢ + Skill Value. Pass if total is ≥ the Check. Intelligent Combatants: roll the black ⬢, only 💀 is a failure.
Numbers: never go below 0. **Round up:** directly after halving.

Arcane: ⛊ ■ ✶ on Attack roll against Arcane do not count.
Backstab: +3 Physical DMG while Flanking.
Elusive: will not Provoke Break Attacks on voluntary movement.
Heavy: may reduce movement from Currents, Effects, and Abilities by 1 per Heavy Tag. Must incur -1 to and per Heavy Tag.
Nimble: Dodge the first time it can, +1 ⛊ if no 💀 was rolled.
Protection: on Conviction Check roll ⬢; all ■ on ⬢ add +1.
Resistance: (type): half the Final Damage of this type.
Throw: (die): roll for Physical DMG (Range 4, no Dodge, yes).

Push: target must only move farther in a straight line. If the target is positioned diagonally the pusher chooses the direction.
Pull: target must only move closer, does not have to be in a straight line. Destination is nearest, adjacent if possible.
Command: Move target in any single orthogonal direction.

Cast a SPELL(X) (an Action, but not a Standard Action)

1) **Choose target(s):** within SOI.
2) **Determine Force:**
   a) Build Force pool: printed Casting die or upgrade.
   b) **EMPOWER** 1 (or Ability) you may add the black ⬢.
   c) Roll to determine Force and add the printed X Value. +1 Force for each ■ on ⬢. 💀: Failed; 3 Irreducible DMG.
3) **Target(s) make a Conviction Check:** choose the best 2 dice and roll. If the result ≥ the Force the Spell is resisted.
4) **Resolve Spell effect:** when the Conviction Check failed.

Spell-like Abilities - FORCE(X) (not an Action)

1) **Identify targets:** if part of FU it must be same target as Attack.
2) **Identify Force:**
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3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

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   b) **FORCE (X):** nothing is added.
3) **Target(s) make Conviction Check:** see step 3 above.
4) **Resolve Ability effect:** when the Conviction Check failed.

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